RADICA

CUBE WORLD™

stick people sticking together™

Series 4

M0417 / M0418 / M0419 / M0420
M0255 / M0256
For 1 player / Ages 8 and up

INSTRUCTION MANUAL

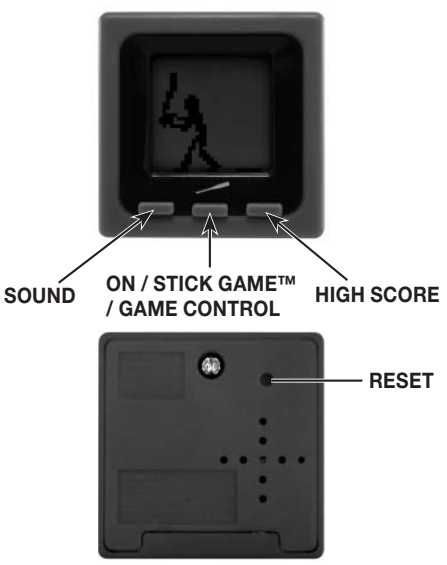
P/N 823B3800 Rev.C

STICK PEOPLE STICKING TOGETHER™

Play with one Cube™ or stick two or more cubes together and they'll interact to build a world! STICK PEOPLE™ will play, pester, and protect each other. As you stack they'll interact and visit one another's cubes. So, collect them all!

IMPORTANT: Cube World™ contains magnets which can cause distortion and color separation when they are near CRT screens. If you notice unusual color variations or distortion on your TV or computer terminal screen when a Cube World is near it, move it away from the screen.

BUTTONS:



SOUND - This button will allow you to turn the sound ON and OFF.

ON / STICK GAME™ / GAME CONTROL – Pressing this button will turn ON the cube. Once the cube is on, pressing this button will start the GAME MODE. Once in GAME MODE, press this button a second time to start the GAME. Once the GAME begins, you CONTROL the actions of the STICK MAN™ by pressing this button.

HIGH SCORE – This button will reveal the STICK GAME'S™ HIGH SCORE.

RESET – Insert a blunt point into the RESET BUTTON to reset the game settings. This button is located on the back of the cube.

FEATURES:
COLLECT ALL FOUR CUBES!

STICK MEN™:

- **Slugger –** Baseball
- **Kicks –** Soccer
- **Slam –** Basketball
- **Grinder –** Extreme Sports

ANIMATIONS – Each cube has over 100 animations!

STICK GAMES™ – Each cube has a unique STICK GAME™.

STICK GAMES™:

Slugger – Batting Cage

Kicks – Juggling

Slam – Jump Shot

Grinder – Rail Slides

MOTION SENSORS – Play with and pester each STICK MAN™ by shaking or tumbling the cube.

CONNECT – BUILD A WORLD by CONNECTING the cubes with the magnetic sides.

TRANSFER – When a STICK MAN™ moves from its own cube to a CONNECTING cube.

DISSOLVE – If a STICK MAN™ has TRANSFERRED into another cube and the magnetic CONNECTION is broken, all the STICK PEOPLE™ will automatically DISSOLVE and return to their own cubes.

HOW TO PLAY:

CUBE WORLD™ allows you to **PLAY WITH ONE STICK MAN™** or **BUILD A WORLD!**

PLAY WITH ONE:

Press the ON button and a STICK MAN™ will appear. Each STICK PERSON™ has unique animations and will interact with its own unique objects. To interact with the STICK PERSON™, you can use the MOTION SENSORS or play STICK GAMES™.

MOTION SENSORS – The interactive MOTION SENSORS will allow you to tumble the STICK PERSON™ around the cube.

STICK GAME™ – Each cube also has a fun STICK GAME™ (SLUGGER: Batting Cage, KICKS: Juggling, SLAM: Jump Shot, GRINDER: Rail Slides). To start a game, press the STICK GAME™ button to initiate the GAME MODE. Then press the STICK GAME™ button a second time to start the game. The GAME CONTROL button will allow you to control the movement of each STICK MAN™. At the end of each GAME, your score will be displayed. To see the HIGH SCORE, press the HIGH SCORE button once.

BUILD A WORLD:

To start, press each cube's ON button and the STICK MEN™ will appear. CONNECT each cube by using the magnets that are located on the sides of the cube.

The cubes can be CONNECTED in any horizontal or vertical pattern.

Once CONNECTED, the STICK MEN™ will automatically interact with one another. They may introduce themselves by waving or TRANSFER over to a connected cube.

Hint: CONNECTING all four cubes in a vertical or horizontal row will result in a fun and unique STICK ANIMATION™.

TRANSFER – A STICK MAN™ will automatically TRANSFER out of its own cube. Once this hap-

pens, a window blind or covering will lower to show that no one is in that cube.

Notes:

- Maximum capacity for any one cube is four STICK PEOPLE™.
- If a STICK MAN™ has TRANSFERRED into another cube and the magnetic CONNECTION is broken, all the characters will automatically DISSOLVE and return back to their own cubes.

ADDITIONAL TERMS / ACTIONS:

SLEEP MODE – After 4 minutes with no interaction, the STICK MAN™ will automatically display a sleeping animation.

If the cube is not touched for an additional minute, the cube will automatically go into "SLEEP MODE." To turn the cube back on, simply press the ON button and the STICK MAN™ will reappear on the screen ready for action.

INTERACTION – If you purchase multiple cubes in this Series, they will interact with one another and with themselves. For example, Kicks will interact with another Kicks cube. This cube Series will also interact with other Cube World™ cubes and Cube World™ Places.

BATTERY INSTALLATION / REPLACEMENT

This game is powered by one (1) CR2032 battery.

- Using a screwdriver (not included), loosen the screw until the battery compartment door can be removed.
- Insert one (1) CR2032 battery as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- Batteries included are for demonstration purposes only.
- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly.
- Remove batteries and dispose of them safely.

IMPORTANT!: If your unit fails to come on after replacing the battery, press the "Reset" button on the back of the Cube.

Battery contains Perchlorate Material – special handling may apply, See www.dtsc.ca.gov/hazardouswaste/perchlorate

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

CAUTION

- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**
- **This product contains a magnet. Do not use around items that are sensitive to or affected by magnetic fields.**

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

Keep these instructions for future reference as they contain important information.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

6-MONTH LIMITED WARRANTY FOR USA

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Replacement, and return shipment, will be free of charge.

TOLL-FREE NUMBER: **1-800-803-9611.** Hours: 9:00 AM - 7:00 PM Eastern Time; Monday - Friday; 11:00 AM - 5:00 PM; Saturday.

ADDRESS FOR RETURNS: **CONSUMER RELATIONS, 636 GIRARD AVENUE, EAST AURORA, NY 14052.**

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

6-MONTH PRODUCT WARRANTY FOR UK

(This product warranty is valid in the United Kingdom only)

All products in the ***RADICA***® range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 01628 500303.**

IMPORTANT: Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

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www.radicagames.com Helpline 1.800.803.9611 or service.mattel.com

Retain this address for future reference.

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1.800.803.9611.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Helpline 01628 500303.

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121.Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817, Fax:03-78803867.

Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A.
Consumer Relations 1.800.803.9611.

CONSUMER INFORMATION

Need Assistance? Visit **service.mattel.com** or call 1.800.803.9611 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

SERVICE.MATTEL.COM